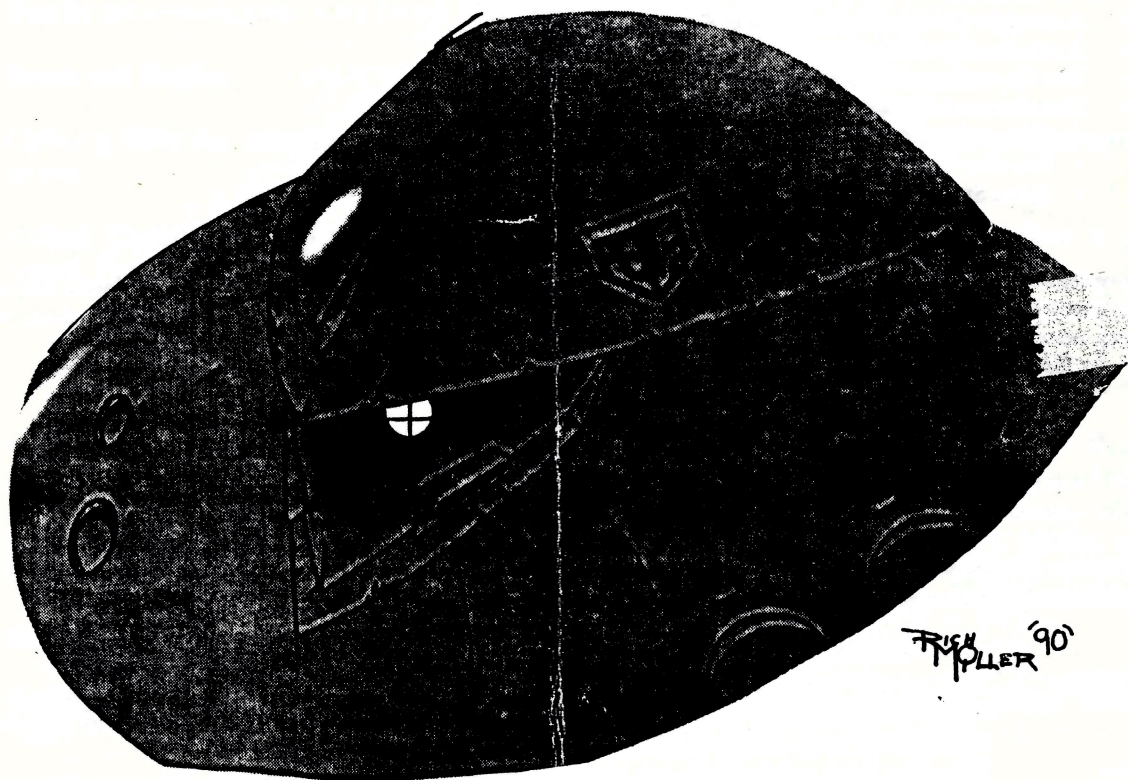


# *Final Stop* Andromeda

July/August 1990

Issue 37



TRISH  
MYLLER '90

The bi-monthly newsletter of the Boston Japanimation Society

**Final Stop: Andromeda** is the bimonthly newsletter put out by the Boston Japanimation Society, a non-profit cultural organization devoted to the appreciation of Japanese Animation.

**Names to Read and Remember:**

Paul Burgholzer  
Marianne Popa  
Rev. Mike Horne  
Rich Pieri

Fearless Leader  
Minister of Propaganda  
Religious Advisor  
Assistant to the Editor and all-around nice guy.

### Membership Information

The annual BJS membership fee is \$7.00 for members in the U.S. and Canada, and \$14.00 for members elsewhere in the world. Only U.S. currency will be accepted. With your membership with the Boston Japanimation Society you receive the following benefits:

- A one-year (six issue) subscription to *Final Stop: Andromeda*.
- A membership card to impress your friends with.
- Free Classifieds in the newsletter.
- Discounts on merchandise at the following locations:
  - Outer Limits, 457 Moody St., Waltham
  - Bop City Comics, 80 Worcester Rd., Framingham (Rt. 9, Marshal's Mall)
  - Space Station Studios, Waltham.

**Important:** If you received this issue in the mail, check your mailing label. If the words "last issue" appear under your membership, then this really is your last issue! New memberships and renewals should be sent as a check or money order payable to:

Paul Burgholzer  
48 Summit St.  
Halifax, Massachusetts 02338

Be sure that the payment is made out to Paul Burgholzer, not to BJS. Any check or money order made out incorrectly will be returned to you.

Back issues of *Final Stop: Andromeda*, from number 17 to the present are available for \$1.00 each. If you need them mailed to you there is an additional charge of \$1.00 for postage and handling.

### Directions to BJS meetings at U. MASS Boston

- By MBTA:** Take the Red line to JFK/U. MASS station. Free shuttle buses there will take you directly to U. MASS Boston. Shuttle busses run until 5:45 pm, but other members should be able to provide transportation to the station, should it become necessary.
- By car:** Take route 3 (a.k.a route 93) To exit 15 to Morrissey Blvd. where U. MASS is located; across from the Boston Globe Building, next to the JFK Library.
- At U. MASS:** Walk or drive to the Wheatly building (No. 010). At present, our meetings are held in room 041. (past the elevators and vending machines, through the double doors, straight ahead.)

### Contributors to this issue

- Artwork by:** Rich Miller, Paul Tagliamonte, Paul Zantt.
- Other Stuff:** Halliday Piel, Dave Moisen, Burt Choinski, Paul Burgholzer, Rich Pieri, Michael House, Marianne Popa and the illustrious Akira Nanimasu.



Have a suggestion for future video schedules? Come to any of the officer with your request in person or by mail. All requests are subject to approval and no X-rated films will be considered.

### **Video Schedule For July 14th 1990 Saturday 12:00-5:00 P.M.**

**Deslock's Revenge:** An unofficial fan sequel for poor Deslock.

**Boah:** Bio-weapon warfare in this short thriller.

Break and Raffle:

**Cyborg 009:** An animated blast from the past. An exciting flick from the golden age of anime.

**Robot Carnival:** Well what can I say, it starts out as Max Headroom and then it gets wierd. Fun and artistic.

### **Video Schedule for August 11th 1990 Saturday 12:00 to 5:00 pm**

**Super Beastial Machine God Dancougar:** "Requiem for Victims" Giant Robot action as the Dancougar team fights for life liberty and the pursuit of bad, evil villian dudes.

**Astro Boy:** An even bigger blast from farther back in the past of Anime's golden age. Tetzuka's creation in a double episose. Time: One Hour

Break and Raffle

**BubbleGum Crisis #7: "Double Vision"** Girls, guns, terminators. What else is new?

### **Roadtrips:**

Join the BJS on one of our monthly roadtrips. We meet at Porter Exchange at Porter Square in Cambridge (aka "the old Sears building") We leave promptly at 1:00 P.M. so be there by 12:30. We usually hit outer limits and other neat places. Next roadtrip dates are Sunday July 29th and Sunday August 26th.

Dear BJS:

Howdy folks and welcome to 'Andromeda 37! You are all in luck as I have very little to say this issue.

First of all I would like to apologize for the newsletters being late. However the good news is that it gave me a terrific idea. In the future I hope to be handing the newsletter out at the meetings to the members present, the month before it is scheduled to be released. This will do three things: firstly it will mean no more late newsletters (I hope!), secondly it will save the club about \$15.00 an issue per mailing, and lastly that means that we will be able to hold off a membership hike for a lot longer.

Well that is all for now. See you in 60.

### Submissions:

Final Stop Andromeda needs submissions from its members. In either art or articles, we rely on you for the size and quality of the newsletter. We can use almost any anime-related material. I can accept typed or hand written material (provided I can read it) as well as Apple II/c compatabel data on disks. However ALL submissions MUST be in writing or software. Artwork of any anime-relation is acceptable but black and white is preferred.

(A.sst. Ed: I can also take Macintosh and IBM-PC files, preferably plain text or Microsoft® Word® formats.)

### Hugo Awards for Anime? By Halliday Piel

As some of you BJS members out there may already know. The "Ides of March" is also the season for the Hugo Awards Ballot

It works like this: SF Fans around the country nominate writers and illustrators who distinguished themselves during the previous year. A vote is cast, and the winners receive the prestigious Hugo Award at the annual World Science Fiction convention. For example, last year, at Noreascon III in Boston, Michael Whelan won Best artist and "Who Framed Roger Rabbit" won Best Film.

There are a whole host of other Hugo categories: novel, novella, novellette, fanzine, fan writer & artist, etc.

Sadly, however, there are no categories for animation or comic books. This is really unfortunate considering all the great Japanese stuff out there that deserves some recognition.

I therefore decided to write to the ConFiction committee to propose more categories for SF art.

The letter is reprinted here:

To Richard Katze and the ConFiction Committee:

I would like to draw your attention to the lack of sufficient Hugo Ballot categories for the visual arts.

I became aware of the problem when seeking to nominate AKIRA, Katsuhiro Otomo's remarkable contribution to Science Fiction that was released as a graphic novel in late '89.

AKIRA is consistently ranked at the top of the "Top Ten" lists compiled by fanzines and comic book reviewers, and is therefore at sort of quality SF that should be proposed for nomination on the Hugo Ballot. Unfortunately, there is not suitable category. AKIRA doesn't belong to "Best Non-English-Language Novel" because it's not strictly a



novel; nor does it belong to "Best Original Artwork" because it's not a prozine, fanzine or book cover illustration. Similarly, Katshiro Otomo, who is unquestionably a professional SF artist, is not, however, an illustrator of paperback covers. So where does AKIRA fit in?

Given that the role of the visual arts in SF extends beyond cover illustrations, shouldn't there be more categories for Art? After all, graphic novels like *The Watchmen* contribute to the richness and diversity of the genre. They are no more esoteric in terms of category than are established categories like "Semiprozine" or "Dramatic Presentation".

Another reason to consider making new categories is that graphic novels and animation are the only fields on which foreign SF (especially Hungarian, German and Japanese) is readily accessible to the American public. Although Hugos are presented at World Cons which are supposed to be international occasions, a Hugo has never (to my knowledge) been awarded to a non-English-language book, film, fanzine or artist. This is largely because Americans don't have access to them. Americans don't generally read SF publications and translations are hard to come by. On the other hand, foreign graphic novels, comic books and animation are easily available to Americans.

ConFiction's decision to add the recent "non-English" book category probably reflects the prevalent opinion at Noreascon 3 that it is high time to look overseas at what other peoples and cultures are doing in SF. Yet why not start with foreign SF art forms that are already in wide circulation in the 'States?

Sincerely Yours,  
Halliday Piel  
(Member of NESFA and NOREASCON 3)

For those of you who would like to cast your vote for the Hugos and/or voice your support for animation and comics, write to: Richard Katze  
P.O. Box 760  
Framingham, M.A. 01701.

## The Game File by Rev. Mike

Before I begin, I would like to apologize for the delay scheduling problems which made it impossible for printing in FSA 36 and also forced me to do an abbreviated installment this month. But never fear, I will be on a regular schedule from now on.

The interested gamer has many choices in anime related games. From direct tie-ins like the *Robotech* line to more general games like *Mekton* or *GURPS* mecha, or even some peripheral games like *BatteTech* and *Teenagers Form Outer Space*, with others soon to be published. Some of these games have been discussed previously in FSA and so this installment is not a review, but instead what some of you have been particularly keen for: character conversions. To start things off with a bang, the stars of this installment will be two lasses who have been causing such a fuss lately both at meetings and in comics, these color coordinated darling of the WWWA themselves: the Lovely Angels, Kei and Yuri. While working on this I realized that in order to do proper justice to the topic I would have to split it into two parts, so read on.

When writing up this article, I figured the gamer has two options. First, he can introduce them into his campaign as is. Now if you are running a space campaign, this shouldn't be too difficult, however if your game happens to not include the WWWA or even space travel, then one option is to have them turn up as the most scantily clad U.F.O.nauts ever. On the other hand one could just as easily assume that if the two planet bustin' babes could logically arise from similar niches in just about any campaign background (milieu), then whole new possibilities arise.

This, indeed, is one of the most enjoyable aspects of gaming, bringing together characters from different genres and backgrounds and watching the fur fly (You know, I still don't know who would come out the winner in a Lupin gang/Dirty Pair mud wrestling match -- other than the viewing

public...). So in this spirit I include attributes for non-sci-fi games as well to let you decide for yourself. Besides, the less like the original setting, the more surprise when the show up -- and that's half the fun anyway. While there are a whole lot of games that they could be adapted to, some have obviously more applications and as such the following were what seemed most appropriate. Whether presented as goofy coeds a la the OAV's, or as determined stalkers from the manga, here they are in all their glory.

For *Star Wars--The Role Playing Game*: seeing how much action packed the Lovely Angels' adventures are, it was only obligatory that I write them up for the most action packed Science Fiction role-playing game (SF-RPG). Of them all, however it is a little harder to pin them down in this case: in the one hand a public/private benevolent organization like the WWA is not quite the Empire's style; on the other hand, though having the best intentions, their talent for destruction makes them highly undesirable as Rebels (personally, Ill take my chances against that Death Star). Probably they're most suited for the Assassin's Guild or just plain bounty hunters (maybe Carson D. Carson is Boba Fett without his armor?). In my personal campaign they proved quite effective as bodyguards for Grand Moff Tarkin's niece, Rivoche. One note, no matter how tempting it might be to adapt their psychic abilities -- do NOT try to give them FORCE abilities or the game will drive you insane and George Lucas will drive over your your legs with a sandcrawler!

Kei: the "Bounty Hunter", Yuri: the "Mercenary"

|              | Kei  | Yuri |
|--------------|------|------|
| DEX          | 4D   | 3D+2 |
| Blaster      | 7D+1 | 7D+1 |
| Br. Parry    | 5D   | 5D+2 |
| Dodge        | 7D   | 7D   |
| Grenade      | 6D   | 6D   |
| Hvy. Wpns    | 5D+2 | 5D+2 |
| Melee        | 5D+1 | 5D+1 |
| Know:        | 2D+2 | 2D+2 |
| Planet syst. | 3D   | 3D+2 |
| Streetwise   | 5D+1 | 5D   |

|              |      |      |
|--------------|------|------|
| <b>MECH:</b> | 2D+2 | 2D+2 |
| Astrogation  | 3D+2 | 5D+1 |
| ship shields | 3D+2 | 5D   |
| Ship Pilot   | 5D+1 | 3D+2 |

|              |      |      |
|--------------|------|------|
| <b>PERC:</b> | 3D   | 2D+1 |
| Con          | 5D   | 5D+1 |
| Hide/Sneak   | 6D+1 | 6D+1 |
| Search       | 4D+2 | 4D+2 |

|              |      |      |
|--------------|------|------|
| <b>STRE:</b> | 3D+2 | 3D+2 |
| Brawling     | 4D+1 | 4D+1 |
| Climb/Jump   | 4D+1 | 4D+1 |

|               |      |      |
|---------------|------|------|
| <b>TECHN:</b> | 2D   | 3D   |
| Comp. Prog.   | 4D   | 4D+2 |
| Demolition    | 8D   | 8D   |
| Security      | 6D+2 | 6D+1 |

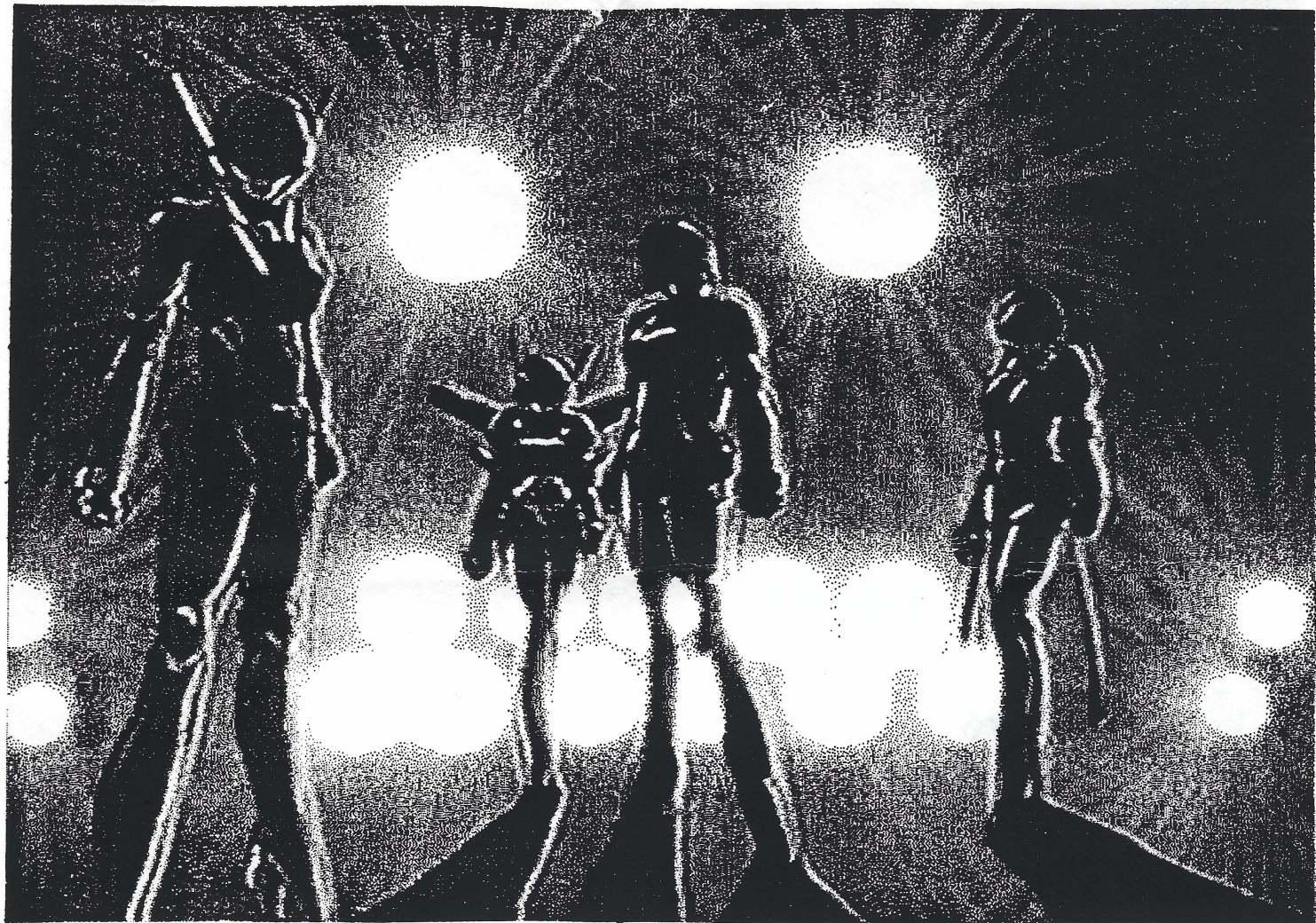
For *Macho Women With Guns!!* : No I'm not kidding, and folks, if I have ever recommended a game before, this is it. Self-explanatory and a rippingly funny parody of sexism in media, this game is also one of the cheapest ones to get along with its two supplements; *Renegade Nuns on Wheels* and *Batwinged Bimbos from Hell*. Take it from me, any game that reminds you that "nuns aren't allowed to be better at anything than God is, just on general principals, Sorry." is a game that all of need to fear and give glory to. Indeed, this game is perfect for reenacting the pair's more genocidal activities, as the name implies. So for all of you out there waiting for the Charlies's Angels RPG, wait no longer, its heecccere!!

|            | Kei | Yuri |
|------------|-----|------|
| Strength:  | 16  | 15   |
| Dexterity: | 16  | 17   |
| Looks:     | 18  | 18   |
| Machol:    | 20  | 19   |
| Health:    | 15  | 15   |

Skills: (Kei's listed first, followed by Yuri's)

Dodge responsibility (+4/+4), Do Technical Stuff (+3/+4), Fly Things (+3/+4) Hit Things (+3/+3), Hit things with other things (+5/+4), Run in high heels (+6/+6), Shoot big guns (+5/+5), Shoot little guns (+6/+6), Seduce creature (+6/+6)





# July

Priss, Nene, Sillia and Linna  
of the Knight Sabers. Hurricane  
Live 2032 & BubbleGum Crisis /c  
Artmic-A.I.C. copyright 1990 JaPan

Sunday      Monday      Tuesday      Wednesday      Thursday      Friday      Saturday

|                    |    |    |                          |    |    |                   |
|--------------------|----|----|--------------------------|----|----|-------------------|
|                    |    |    |                          |    |    |                   |
| 1                  | 2  | 3  | 4<br>Independence<br>Day | 5  | 6  | 7                 |
| 8                  | 9  | 10 | 11                       | 12 | 13 | 14<br>BJS Meeting |
| 15                 | 16 | 17 | 18                       | 19 | 20 | 21                |
| 22                 | 23 | 24 | 25                       | 26 | 27 | 28                |
| 29<br>BJS Roadtrip | 30 | 31 |                          |    |    |                   |

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# August

The immortal and enigmatic Miyu; last of the Vampires. "Vampire Princess Miyu" /c Pony-Canyon 1988, Japan

| Sunday             | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday          |
|--------------------|--------|---------|-----------|----------|--------|-------------------|
|                    |        |         | 1         | 2        | 3      | 4                 |
| 5                  | 6      | 7       | 8         | 9        | 10     | 11<br>BJS Meeting |
| 12                 | 13     | 14      | 15        | 16       | 17     | 18                |
| 19                 | 20     | 21      | 22        | 23       | 24     | 25                |
| 26<br>BJS Roadtrip | 27     | 28      | 29        | 30       | 31     |                   |

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**Advantages:** Plastic Surgeon on Retainer, Teflon Skin,

**Disadvantages:** Top-heavy (Kei), Personal Weakness (Yuri), Chafing (Both), Vow of Violence (Both).

For GURPS Space/Mecha: there is a whole spectrum of possibilities either of these games from Steve Jackson Games, or for that matter any of the particular expansion modules can be. Be they spacer for Alan Dean Foster's *Humanx*, lady warriors for GURPS *Conan*, heck you could even work them up as regular crime-fightin' babes for *Riverworld*.

Kei: Intelligence Agent

Yuri: Intelligence Agent

**ADVANTAGES:** Very attractive appearance, combat reflexes, patron: WWWA, constant, powerful (both), charisma (+2 for kei, +1 for Yuri)

**DISADVANTAGES:** Duty: WWWA constant, dangerous, Overconfidence, unluckiness (!), bad reputation: -3 galaxy wide if recognized as Dirty Pair (as disadvantages are for both so far), bad temper (Kei)

**Quirks:** (for both) Hate being called "Dirty Pair", Like pet Mughi, Want to Impress WWWA, Teenybopper syndrome, Likes the color lime green (Yuri), Likes cheesecake (Kei)

|            | Kei | Yuri |
|------------|-----|------|
| Strength:  | 15  | 14   |
| I.Q.:      | 12  | 13   |
| Dexterity: | 17  | 17   |
| Health:    | 14  | 14   |

**Skills:** Kei

beam guns 16/ fast draw 17/ karate 17/ comp op 12/ prog 10/ fast talk 12/ sex appeal 17/ demolition 18/ escape 15/ interrogate 11/ streetwise 19/ piloting 11/ astrogation 12/ brawling 17/ throwing 17/ driving 1/ jumping 18/ climbing 17/ tracking 17/ first aid 13/ vaccsuit 10/ 0-g opps 11/ running 22/ disguise 11/ stealth 9/ mechanic 15

**Skills:** Yuri

beam guns 17/ fast draw 16/ judo 16/ comp op 15/ prog 13/ fast talk 10/ sex app 16/ demolition 18/ escape 15/ interrogate 12/ streetwise 19/ piloting 13/ astrogation 13/ brawling 15/ throwing 18/ driving 17/ jumping 18/ climbing 17 / traking 17/ first aid 13/ vaccsuit 10 / 0-g opps 13 / running 23 / stealth 12/ mechanic 15

For *MEKTON II*: As mentioned before, my personal opinion is that a direct Crusher Joe/Dirty Pair campaign would be a joy to run/play in, but even if that is not your cup of tea, then they make excellent guest stars in any campaign, whether they are a seductive pair of Mecha Jockettes or rival military gals. Enjoy.

Kei: Law enforcement officer

Yuri: Law enforcement officer

|               | Kei                       | Yuri                     |
|---------------|---------------------------|--------------------------|
| Intelligence: | 6.(average)               | 7 (gifted)               |
| Reflex:       | 8 (athletic)              | 8 (athletic)             |
| Cool:         | 4 (easily rattled)        | 5.(nervous)              |
| Technical:    | 7 (fix cars, tools. etc.) | 7.(fix cars, tools etc.) |
| Attract:      | 9 (incredible)            | 9.(incredible)           |
| Luck:         | 2 (the gods hate you)     | 2.(the gods hate you)    |
| Body Type:    | 5 (average)               | 4 (weak)                 |
| Move allow:   | 10 (olympic)              | 9 (track star)           |
| Cash:         | 8 (high middle class)     | 8.(high middle class)    |
| Bad rep.      | 10                        | 10                       |

**Skills:** Kei

blade 4/ HTH 7/ athletics 8/ dodge 9/ gun 8/ aware 2/ streetwise 4/ intimidate 7/ interrogate 5/ persuasion 7/ pilot 5/ seduction 5/ shadow 3/ program 3/ style 4

**Skills:** Yuri

blade 5/ HTH 7/ athletics 8/ dodge 9/ gun 8/ aware 3/ streetwise 4/ intimidate 6/ interrogate 6/ persuasion 7/ pilot 4/ seduction 4/ shadow 3/ program 6/ style 5



Well that's it for now, to be concluded in the next issue. In a future article, if there is enough interest, I'll include the Crusher Conference and their vehicles. Hope all of you have enjoyed this as much as I have. If anyone has any questions or requests--wanna see Iczer-1, Gallforce, Appleseed etc... ? Write in! Meanwhile I'd like to thank those who gave me input including Jim Whittaker, Burt, Ken and Drew Harris among others.

A final, but slightly important note however, gaming is a highly personal matter and these attributes are of course somewhat arbitrary, feel free to use this as a guideline and vary them to your satisfaction. Don't send me any hate letters because you think Kei should have a higher Uzi skill, just ignore me (everyone sane does). Besides, I prefer my hate mail to be fascist anyway. Address any correspondence to:

The Game File  
c/o Rev. Mike  
1027 Commonwealth Ave.  
Brighton, MA 02215

Next time, the second part of this article, then for a change, academic yocks galore with A-ko, B-ko and C-ko as worked up for some games you might not have thought of. 'Till then keep them bones a'rollin'.

This article is meant only for amusement and constitutes no infringement intended or implied. The attributes listed are original and are not necessarily meant to imply any approval on behalf of the copyright holders. The Dirty Pair © Sunrise Productions 1990, Star Wars: the Role Playing Game © West End Games., GURPS Space © Steve Jackson Games, Mekton II © R. Talsorian Games.



## Two Fantasy films by Miyazaki by David Moisan

I've seen two great fantasy films by Hayo Miyazaki: My Neighbor Totoro (1988) and Kiki's Delivery Service (Majo no Takkyubin) (1989).

Totoro is set in rural Japan, nine years after World War II. Satsuki and Mei have moved to the country with their father for the health of their mother, who is hospitalized. While exploring their new house, Satsuki and Mei discover Susuwatari, bashful "dust ghosts". Their grandmother tells them that the house is haunted by ghosts that only they can see.

In a scene inspired by Lewis Carroll, Mei is exploring around her house when she sees a small ghost walking along with a bag of acorns over its shoulder. She runs after the ghost (apparently inspired by the white rabbit in "Alice in Wonderland") and falls down a hole (the rabbit hole?) into the base of a tree.

She finds a big ghost, a six-foot tall cross between an owl and a cat, she asks its name; it replies "Totoro". She falls asleep on Totoro, and when Satsuki later finds her, the tree, the hole and Totoro are gone!

Satsuki is the next to meet Totoro. She and Mei are waiting at the bus stop, in pouring rain, for their father. Quietly, Totoro steps alongside her, and she offers him an umbrella. He becomes entranced by the sound of raindrops on his umbrella, and he jumps and roars joyfully.

A bus pulls up--but something's odd: this bus has twelve legs, a tail and the head of a cat! The "cat bus" (obviously modeled after the Cheshire Cat!) picks up Totoro and leaps off! Satsuki and Mei have numerous adventures with Totoro and the cat bus throughout the film, including a wonderful scene where Satsuki, Mei and Totoro fly through the air on a spinning top.

Totoro is a wonderful, delightful fantasy. Once again, Miyazaki's artwork and animation are first rate; the art is actually improved from Laputa. Totoro aspires to be a simple, small-scale, whimsical fantasy and it succeeds. Mamoru Hisashi provides his usual great soundtrack. It's another great Miyazaki film. (Besides, I loved the Cat Bus!).

Miyazaki followed quickly with Kiki's Delivery Service, based on the award-winning children's book by Eiko Kadono. It's a coming-of-age story about a young witch, Kiki, and her black cat, Jiji, who has to leave home when she turns 13. The film opens as he is preparing to leave; Kiki has only just learned to fly a broomstick, and it shows. The film takes place in a "nowhere land" where artifacts from different times coexist. Like biplanes, wood stoves, and transistor radios.

Kiki makes her way, by broomstick and train, to Corico City, a generic European city that resembles Amsterdam, Stockholm and San Francisco. After getting off to a bad start by causing a traffic jam with her erratic flying, she soon settles in a bakery, running a delivery service in exchange for room and board.

She also must contend with the attentions of Tombo, a young boy smitten with her from the moment she arrived (he saved her from being ticketed by a cop when she caused the traffic jam). The movie chronicles her adventures as she tries to adjust to a life on her own.

Kiki's is another gentle, small-scale fantasy. Although Miyazaki adapted the screenplay from another author, it's obvious that he has made it his own. As with his other films, the artwork and the animation is beautiful; the flying scenes in particular are brilliant.

For example, there's a real vertigo-inducing moment late in the film when Kiki loses control of her broom (borrowed by a street sweeper) and slides off the roof of a building; we see the camera following her as she falls into the courtyard--it's perfectly animated!

With this film, Miyazaki has portrayed almost every form of flight imaginable; we've seen jetgliders, armored corvettes, flying jars, winged insects, dirigible liners, flaptors (ornithopters), blimps, jets, flying robots, Totoro's spinning top, broomsticks and even a man-powered Gossamer Condor--type plane that's seen in Kiki's closing credits. To quote an airline commercial, Miyazaki loves to fly--and it shows!

One reason why Kiki's is so good is Kiki herself. She embodies the virtues that make Miyazaki's characters so popular. Like Nausicaä, Kiki is headstrong and determined, even while being uncertain and unsure of herself (also she flies exactly like Nausicaä, even allowing for differences between broomstick and jetglider). She is a likeable and sympathetic character in her own right.

Once again, Miyazaki's made another great film (and Mamoru Hisashi's composed another great soundtrack). Kiki's Delivery service is delightful, charming and fun! All eyes are on Miyazaki as we await his next project (rumored to be a continuation of the Nausicaä story)!

## **Vampire Princess Miyu**

### **OAV Chapter One.**

**Translated by Andy Kim  
and Grant Kono.**

#### **Prologue:**

In the past, the gods and demons were one and the same, trapped within the deep recesses of our subconsciousness. The time has come for the demons to arise from their dormancy and when the gates to the unseen world open, they will step through.

#### **Part One: Bewitched City**

The pale light of a new moon reveals a Shinto shrine where two young lovers; Miyahito and Yoko bid each other adieu. As Yoko lovingly watches her boyfriend depart, she is suddenly attacked by a phantom cloaked in white.



A rainy day... In a kimono shop a woman is selectin a pattrn. She notices something odd at the window. In a blink of an eye, she too is dead. Like yoko, and three other woman, her body was completely Drained of blood. Investigators, much to the horror of the gathering crowd, suspect that a vampire is terrorizing Kyoto. A mysterious couple, a beautifull youg girl and a tall masked "black robe", observe silently.

The exorcist, Himiko Se has arrived. She was asked to come to the city by the parents of Aiko, a girl who has been in a strage "sleep" for the past sixty days. Himiko suspect that Aiko's malaise and the series of murders are connected in some way.

At Aiko's home (note the garlic) Himiko deduces that the girl is indeed possessed and performs an uneventful exorcism. The parents, and anevic looking pair, inform Himiko that they had seen a white-cloaked figure hovering over their daughter. The exorcist tells them not to worry as she'll handle the situation. Upon leaving, Himiko finds a vengefull knife-wielding Miyahito outside the house. He is hunting for the murderer of his beloved Yoko. and feels that he will make an appearance at the "possessed one's" home. Himiko tries to calm him, but he is consumed in his grievous rage. He seethes "I saw the white cloak! He is the one!"

Himiko decides to investigate the garden where Yoko was killed. Once again the phantom strikes, but this time, a stranger intervenes. At the last instant, the "black robe" drives the attacker off. Perched atop a torii is the mysterious girl, Miyu and and the masked Ravia in his shadowy robes.. Miyu cautions Himiko not to meddle in this affair. The true enemy, a shinma (deamon) called Raen, has the mannerisims of a vampire, but unlike true vampires, he hannot grant his victims immortality, only possession or death.

The next day, Himiko spots Miyahito being "called" by Miyu. Seeing the girl puttign the "bite" on him, Himiko hurls her crucifx to no avail. Everyone is transported into the supernatural dimensions where Miyu explains her actions. Apparently, Miyu uses her vampirism only to grant peace to troubled sould. "It's what Miyahito wanted." Indeed, Miyahito now has his peace. Unfortunately, it is a lobotomous peace, Himiko sternly advises Miyu to allow hmans to solve their problems through their own means.

Aiko and her family have been in an accident. At the hospital, Himiko learns that the parents were killed but Aiko survived. The doctor reveals that Aiko was Aiko was in actuality adopted and at the orphanage, she displayed vampiric tendencies. Her adoptive parents, upon discovering this, tried to keep the girl satisfied by donating their own blood.

At home, Siko is resting under the watchful eyes of bith Himiko and th spirits of her departed foster parents. Raen, with Miyu and Ravia in hot pursuit, again takes possession of Aiko. Through her, he attempts to kill Himiko. The "shinma-hunters" arrive in a dramatic fashion and wrench control of the girl away from Raen. Miyu tries to bite Aiko but the exorcist will have none of that. Raen displays his true demonic form but Miyu and Ravia are more than ready to eal with him. They cast a spell that banishes Raen back to the dark world. Aiko is finally free of the shinma but dadly, Raen was the only thing sustaining ger and thus, she is dead. Miyu explains that it is easy for one to be possessby by the shinma when emotionally distressed. Once the person is taken, their only hope is to be betten by, and thus "live" as a vampire. Miyu wonders which path Aiko would have chosen.

Miyahito still sits at the swing, lost in his eternal bliss. A bemused schoolgirl comments, "what a funny child!". Another girl (a familiar face) responds, "don't you think that's good?" What other horrors lurk in the world of the shinma? Will Miyu continue to sooth souls with her vampiric "kisses"?

## NARAPOA

By the illustrious Akira Nanimasu

Something has been brought to my attention. Something I don't like. Something that's going to make me sound like a kook.

Somewhere, out there... people are copying me. I was given a privileged peek at a future newsletter page to find a title of mine headlining an article. I said to myself, Geez, that's weird, I didn't write any--I was right. I didn't. Some weasel took my title! "Part 2" written in parenthasecs doesn't help! It's mine! Sure, I didn't copyright it, but that's expensive isn't it and I never figured people'd steal my titles, anyway. They're too wierd and too easily spotted. You! You know who you are! Heck, you even go to my school! You have my address!

You could've asked me! I would've been flattered as anything, but nooooooooooooo! You just go over my head or ignore my like I'm not here! And then there's this "Dear Deunan" thing, where this weasel has some kind of bizarre relationship with anime characters whose name's D! My idea! Well, I'm sure its kind has been seen before in countless fan fiction 'zines, but I put it in the Andromeda first! Me! No! The man's name doesn't begin with an apostrophe! It's a nickname!

And my hair! People are stealing my hairdo! Patty Silva stole my hairdo!!! There's some girl in the Newtype comic, Genki and she stole my hair, too! The E.D.C., an anime club in Texas has a fanzine, and in it they have "The New Dirty Pair:" and one of them has my hair, too!!! You know what I bet? I bet that girl I met from "Up With People" (see issue 27) drew me up as a manga character and as she went to show Rumiko Takahashi ("Hey, get a load of of this crazy gaijin I met"), she tripped and spilled her hot coffee on her! Ranma 1/2! They've both got my hair!

What is this? I this some kind of scheme of something? Did that weasel steal my title just so he could get a bile-filled rebuff from me? I know it's been a while since I wrote anything, but I have an excuse. Well yeah, school, but mostly...

Y'see, the last tape Burton gave me and asked me to review was Windaria. It's pretty much tow stories; Romeo and Juliet, and the Prodigal Son, only ten times more depressing. I'd watch the movie, cry, and bum around the house. This went on for about a week. I decided to write other stuff for my friends in New York, go out on dates, and oh yeah, do schoolwork. A little later I was asked to review Ariel, ther reason why giant warrior robots don't just look like people. It's really cheesy in spots, and they call it the "Red Mobile Fairy." The Villains seem more interesting than the good guys. Maybe I have about a page of that written up. It doesn't thrill me, though. The creative juices are fairly stagnant where that's concerned. I think what I need is some anime to get excited about. Wings of Honneamis, though it's amimated like a calssical painting by one of the masters, I still find the plot kind of slow. Akira is messy as anything and as popular amoung recent anime fans as The New Kids on the Block are to sixth graders. Urusei Yatsura? Gee, guys, I don't know. It's really, really cultural, can any American anime fan that hasn't

had their brain soaked in Eastern folklore understand an episode.... comepletely?

I dunno. Maybe I'm just gettin old but I thind it's time for another Yamato Movie.

Anything to get that man out of my house.

(Editors note: Heh Heh Heh Heh Heh!)

(Asst. Ed: Heh, Heh, Heh, Heh, Heh!)

## Classified

### Wanted:

Copies of the Macross song Memory, Z Gundam BGM, and Gundam symphonic suites. I now have a few albums + BGM's to trade with including an E.L.O. tape with DaiCon IV's theme (Twilight). Please call Ken Lyons at 508-531-5928 (7-10) Thanks

### Wanted:

Anything having to do with Urusei Yatsura including, books, pins, videos, CD's, BGM's, and anything else available. Furthermore, I am also looking for a guide which would detail the characters and creation of Urusei Yatsura or lend information to anything else to do with this wonderful series. If you have some information of something to sell, please contact: Bill Ames - Box 279 - Botsford, Connecticut. 06404

### WANTED:

I'm a new BJS member. I'd like to get a copy of Appleseed and Black Magic M-66. Please call me if you can help. Thank You, Arthur Liu.

**859-8664**

## In Memorial

Muppet Master Jim Henson passed away this May of 1990. He brought us "Sesame St.", "The Muppet Show", three muppet movies as well as major contributions to the "Teenage Mutant Ninja Turtles" movie. He will be sorely missed.

To Mr. Jim Henson. "It seems that the man from Mississippi who never grew up, will never grow old". - Paul Harvey.



Boston Japanimation Society  
c/o Paul Burgholzer  
48 Summit St. Halifax, Ma. 02338



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Last  
issue!